

Appl. No. : 10/661,853
Filed : September 12, 2003

IN THE CLAIMS:

1.- 25. (Canceled)

26. (Previously Presented)

A gaming machine comprising:

a cabinet defining an interior space, said cabinet having a base portion, a play area and a console portion, said play area located between said base portion and said console portion, said play area extending forwardly beyond said base portion, said console portion extending upwardly from said play area, said console area having a front face having an access opening therein;

a display mounted to said cabinet for movement between a first position in which said display is located at said access opening and closes said access opening, and a second position in which at least a portion of said display is positioned outwardly of said access opening whereby an interior area of said cabinet is accessible through said access opening; and

a bezel defining a display opening, said bezel mounted to said cabinet for movement relative to said front face of said console portion between a closed position in which, when said display is in said first position, said bezel is positioned over said display with said display viewable through said display opening and in which said bezel prevents movement of said display to said second position, and an open position in which said bezel is rotated away from said front face of said console portion, permitting said display to be rotated to said second position, providing access to said interior of said cabinet.

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27. (Currently Amended)

The gaming machine in accordance with Claim 26 wherein said cabinet has a generally vertically extending rear surface and said front face slopes rearwardly towards said rear surface, and including a controller platform mounted to said rear surface of said cabinet at least partially behind said access opening in said front face, said controller platform rotatable from a first position in which a base portion of said controller platform ~~thereof~~ is generally horizontal to a second position in which said base portion of said controller platform tilts forwardly away from said rear surface towards said rearwardly sloping front face.

28. (Previously Presented)

The gaming machine in accordance with Claim 26 wherein said bezel has a top portion and a bottom portion and said bottom portion of said bezel is mounted to said cabinet and said top portion of said bezel moves in and out relative to said front face when said bezel is moved between said open and closed positions.

29. (Previously Presented)

The gaming machine in accordance with Claim 26 wherein a plurality of player input buttons are mounted to said play area in front of said bezel and display, said player input buttons positioned so that they are aligned with said display opening in said bezel when said bezel is rotated to said open position.

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30. (Previously Presented)

A gaming machine comprising:

a cabinet defining an interior space, said cabinet having a base portion, a play area and a console portion, said play area located between said base portion and said console portion, said play area extending forwardly beyond said base portion, said console portion extending upwardly from said play area, said console area having a front face having an access opening therein;

a display having a pair of opposing sides, a first pair of pins extending outwardly from said opposing sides and a second pair of pins extending outwardly from said opposing sides, said first pair of pins positioned above said second pair of pins, said first pair of pins each selectively engaging slots in a first pair of mounts positioned at opposing sides of said opening in said console portion and said second pair of pins each selectively engaging slots in a second pair of mounts positioned at opposing sides of said opening in said console, said first and second pairs of pins when engaging said slots in said first and second pairs of mounts positioning said display at said access opening in said console portion generally closing said access opening, said first and second pairs of pins when disengaged from said slots in said first and second pairs of mounts disengaging said display from said cabinet, and said first pair of pins when disengaged from said first pair of mounts while said second pair of pins remains engaged with said second pair of mounts permitting said display to be rotated about said second pair of pins to a position in which at least a portion of said display is positioned outwardly of said access opening; and

a bezel defining a display opening, said bezel mounted to said cabinet for movement between a closed position in which, when said display is in said first position, said bezel is positioned over

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said display with said display viewable through said display opening and in which said bezel prevents movement of said display to said second position, and an open position in which said bezel is rotated away from said front face of said console portion, permitting said display to be rotated to said second position, providing access to said interior of said cabinet.

31. (Previously Presented)

The gaming machine in accordance with Claim 30 including a controller platform located in said interior space, said gaming controller mounted to said controller platform, said controller platform mounted for movement.

32. (Currently Amended)

The gaming machine in accordance with Claim 31 wherein said controller platform is mounted for movement between a first position in which a base portion of said controller platform supporting said gaming controller is generally horizontal and a second position in which said base portion of said controller platform is tilted towards said access opening in said console portion.

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33. (Previously Presented)

The gaming machine in accordance with Claim 30 including a stop limiting forward rotation of said display to its second position.

34. (Previously Presented)

The gaming machine in accordance with Claim 30 wherein a plurality of player input buttons are mounted to said play area in front of said bezel and display, whereby said player input buttons are accessible through said display opening in said bezel when said bezel is rotated to said open position.